

FREE! KELLOGG'S BAT SHIELD & DISCS! FREE!



SONIC

THE COMIC

CLAN
THE
CLAN!

MEET
BRAVEHOG,
SONIC'S
ANCESTOR!

PLUS

EXPLOSIVE PIN-UP:
PICE MAIDENS!

OUTRAGED HAPPENINGS:
RECAP ATTACK!

REL-BLOWN SONIC STORY:
ZERO ZONE CONCLUDES!

CAPTAIN PLUNDER'S HOODOO HUBBUB! BAT-BURSTING BOOMER ART!

£1.25 • No107
6 JULY 1997

3
SEGA
ARCHIVE
P
FORTNIGHTLY

SONIC

THE HEDGEHOG

BRAVEHOG

NEW
STORY

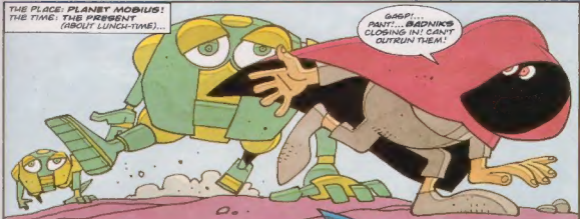
Script: LEW STRINGER

Art: MICK McMAHON

Lettering: ELITTA FELL

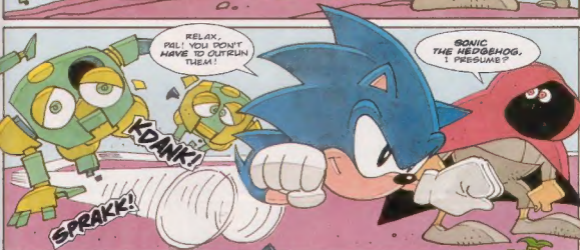
THE PLACE: PLANET MOBIUS!
THE TIME: THE PRESENT
(ABOUT LUNCH-TIME)...

GASP!...
PANT!... BADNIKS
CLOSING IN! CAN'T
OUTRUN THEM!



RELAX,
PAL! YOU DON'T
HAVE TO OUTFRUIT
THEM!

SONIC
THE HEDGEHOG.
I PRESUME?



GASP! DOES
THIS HAPPEN
OFTEN AROUND
HERE?

TWEET!

EVERY
OTHER WEDNESDAY
MAINLY! WEIRD,
THAT!







NEE-
HE-HE-NEE!
I LOVE MY
JOB!

NOOO!
HOW CAN
THEY DO SUCH
EVIL?

HEY, SO
LONG AS THEY
FEED ME CATS,
I DON'T ASK!

HYAHH!

"AT THAT TIME, THE LAND
WAS RULED BY A NASTY
PIECE OF WORK CALLED
KING LBER..."



GOOD
NEWS, SIRE!
ANOTHER VILLAGE
HAS BEEN BURN'T
TO CINDERS!

THAT'S
MADE MY DAY!
HE-HE-
HEEE!

IT IS TOO
EASY CONQUERING
THESE SMALLER TRIBES
WITH OUR HYENA WARRIORS!
THEY JUST DON'T STAND
A CHANCE!



"BACK IN THOSE DAYS, THE
PEOPLE WERE TOO RELUCTANT
TO HELP OTHER TRIBES..."



I HEAR
THE BADGERS
HAVE BEEN
CONQUERED!

HMPH!
SERVES THEM RIGHT!
THEY'RE SO PRIMITIVE
AND THEIR CLAWS ARE
FILTHY FROM ALL THE
DIGGING THEY
DO!





"SOON AFTER, KING LEEB ARRIVED..."





"FROM THAT DAY,
THE PEOPLE OF
MOBIUS LIVED
TOGETHER...."



WOW!
WHAT A COOL
CHARACTER
BRAVEHOG
WAS!

YEAH!
HE'S OBVIOUSLY
WHO I TAKE
AFTER!



YOU'RE
RIGHTLY PROUD
OF YOUR ANCESTRY...
BUT I CAN'T SAY
THE SAME FOR
MINE!



IT'S NOT
YOUR FAULT YOUR
ANCESTORS WERE
DEADHEADS!

SIGH! HE
BRAVEHOG MUST
BE THE COOLEST
HEDGEHOG
EVER!



WELL HE
WAS UNTIL
I CAME
ALONG!

Ahem.
Quite!

The
End

NEXT ISSUE: ROBOTNIK'S WRATH!

CAPTAIN
Plunder
AND THE

SPICE
MAIDENS

Script: MIKE KITTERER Art: MIKE BORDEN Coloring: GUYTON PELL

CAPTAIN PLUNDER AND
THE SPICE MAIDENS ARE
RAIDING THE TOMB OF
KING AKOTEK.

THE
STATUE HAS
COME TO
LIFE!

YOU HAVE
BROKEN THE
SEAL TO MY
ETERNAL RESTING
PLACE!

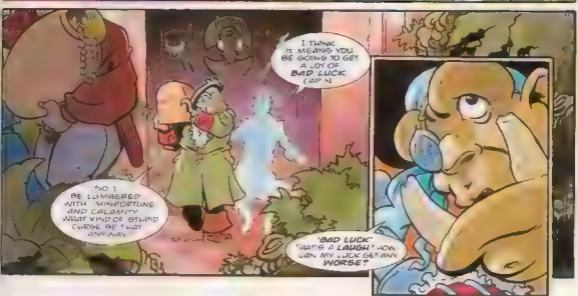
NOW
SUFFER THE
CURSE OF
AKOTEK!

I
CURSE YOU,
MORTAL... FOR ALL
ETERNITY!

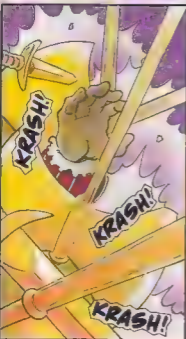
L...LOOK,
THERE BE A BIT
OF A MIX UP, SEE I
SHOULDN'T REALLY
BE HERE
AND...

FROM
THIS DAY YOU WILL
BE CONDEMNED TO
MISFORTUNE AND
CALAMITY!

UH-HH!







LATER BACK
ON THE SET

BOY
ON BOY THAT
CURSE IS REALLY
DOING THE
BUSINESS!

SHUT
YER TRAP,
SIMPSON!

LISTEN
UP, FLINDER!
AIN'T NO GOOD
WITH YOU ON BOARD!
YOU'RE LIKELY TO
BRING BAD LUCK
TO ALL OF
US!

WHAT
YOU GOT IN
MIND, YER
MAJESTY?

OH WELL
AT LEAST OUT HERE
I BE AWAY FROM SHARP
OBJECTS AND STUFF
THAT CAN FALL ON
MY HEAD.

YEP THERE
BE NOTHING
CAN HURT ME
HERE

REVIEW ZONE

FROM LEFT TO RIGHT: SEGA SYSTEMS

UNDER 10 • YAWNVILLE

10-19 • FUN CITY

20-29 • BED TIME CITY
OVER 30 • MEGA CITY

SATURN BOMBERMAN

Reviewed by Christopher Jones



GAME TYPE: ACTION
PLAYERS: 1-10

PUBLISHER: SEGA
PRICE: £39.99

RELEASE DATE: OUT NOW
AGE SUITABILITY: ALL

If Saturn Bomberman sounds familiar to you then it's because this game started life on the Mega Drive. It's one of those games like *Arms* that possesses extreme playability. The graphics and sound aren't the best but what lacks for here it makes up for fun-wise! This game is designed for multi-player mayhem: as many as ten players can blast the smitherings out of each other in the same screen, but you do need the extra joypads and two multi-play adaptors for this.

When you're ready, it's bombs away as you control little Bombermen who run around a two-dimensional screen. Here the object of the game is to blast your opponents to kingdom come. This is done by planting bombs in the path of your foe and then quickly running for cover before the explosion devastates the area.

Saturn Bomberman features power-ups to help players get away quickly from past zones and various icons that give different skills to your Bomberman. Icons can allow players to send unexploded bombs to the other side of the screen, plant extra bombs in multiple drops and shift live bombs without being blown up. Others shaped like giant eggs hatch baby dinosaurs, which the

Bomberman climbs aboard and rides to get around the playing area. A feature you can use the dinosaurs as shields for a bomb. However, doing this has as bad an effect on your dinosaur as the Ice Age did!

Saturn Bomberman is a good, fun game, however, the Saturn version is not a bit different from the Mega

Drive one and you would expect better graphics and sounds for your money.



RAVES

Addictive and action-packed gameplay.



GRAPHICS

SOUND

GRAMES

Graphics and sound could be much better. A Mega Drive game in disguise?



PLAYABILITY

OVERALL

NEXT ISSUE...

THE EVIL EMPIRE!



FREE GIFT!

MEGA-SIZED SONIC POSTER!

NIGHTS PIN-UP!

RAY & TEKNO'S SPOT OF BOTHER!

AND CAPTAIN PLUNDER & THE SPICE MAIDENS • DECAP ATTACK!

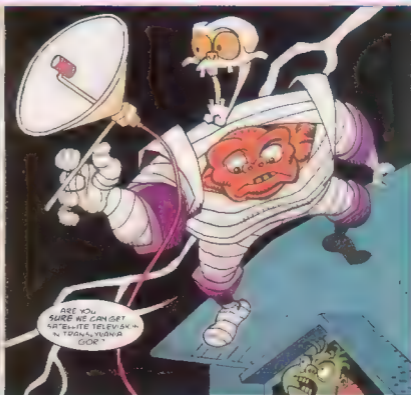


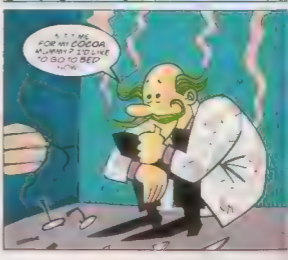
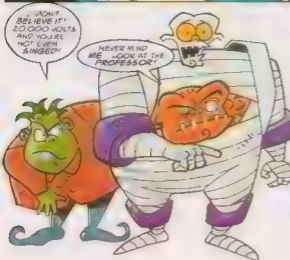
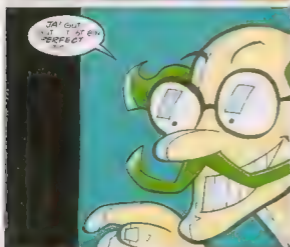
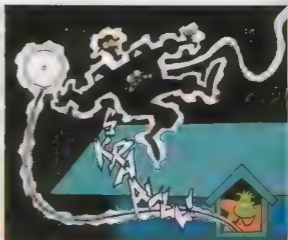
100 PGS. • \$4.99 (US) • \$5.99 (CAN. & MEX.) • #107

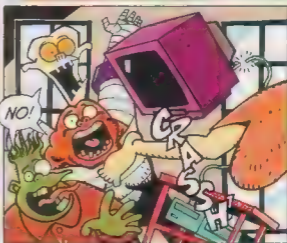
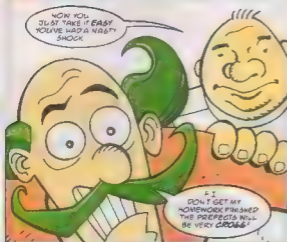
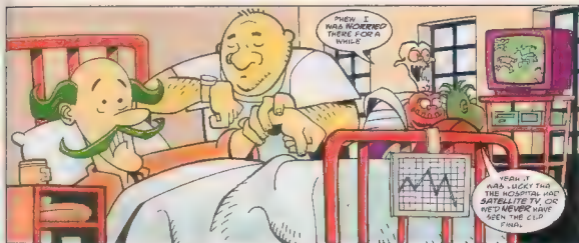
Decap Attack

CAUGHT BY THE PREFECTS

Script: NIGEL KITCHING & RICHARD RAYNER Art: NIGEL KITCHING Lettering: ELLIE de'VILLE





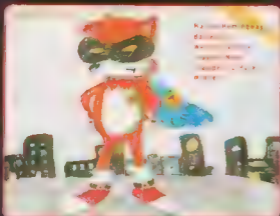
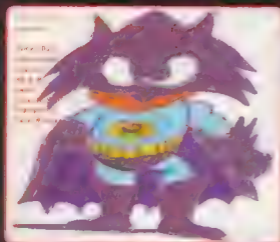






BATTY ZONE

THINK YOU'VE GOT YOUR BAT? THEN FIGHT BACK AGAINST THE DARK WITH BATTY ZONE, A BOOK OF DARINGLY WILD STAMPER STORIES, J. J. JAVIER'S ARTS, LONDON, 1998.



As bats get your handwork selected in future

comic - come up with

For your nearest Crayola
stockists:- Tel: 01234 217780



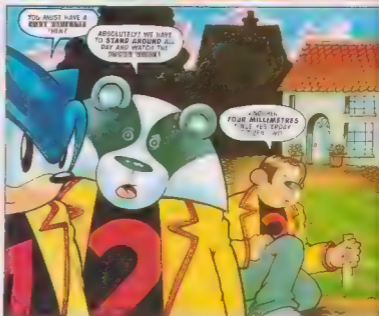
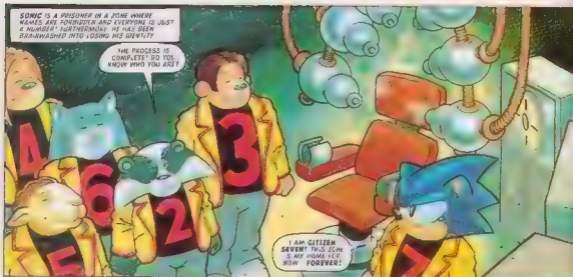


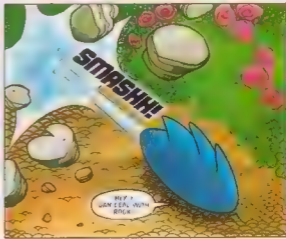
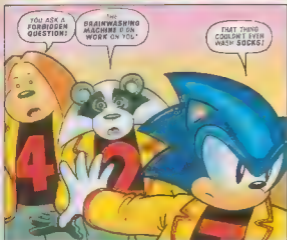
DOUBLE SONIC

ZERO ZONE

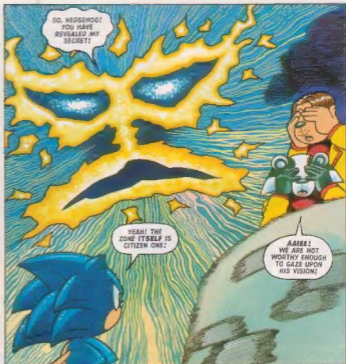


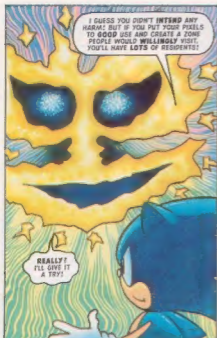
Script: LEW STRINGER D.A. & art: ANDY PRITCHETT Colours: JOHN M. BURNS Lettering: TOM FRANK













SPEED LINES

EITHER POST YOUR MAIL TO:-
SPEEDLINES, SONIC THE COMIC, 25/21 TAVISTOCK PLACE, LONDON WC1H 0SU.

... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

ALERT BOOMER!

Dear STC,

A while back, just after Sonic had destroyed the Brotherhood of Metallix, Doctor Robotnik said to Grimer that he needed a new Badnik design (are you with me so far?). Grimer then showed Robotnik a diagram of a Badnik based on Knuckles. Anyway, what I would like to know is whether Grimer will ever build this Badnik - and if so - what will it be called? If you humes and Megadroid are stuck for a name, I thought 'Knucklex' would be good in a story called Robotnik's Return. Anon, Glasgow, Scotland.
Sonic 2 Crucial Cup Winner.



Good suggestion, Anon, but all will be revealed next issue in a spectacular new Sonic story entitled Evil Empire.



Katherine Burnett,
St Johns, Worcester.
MD owner.
Sonic 2 Crucial
Cup Winner.

More 'Double Sonics'!



EVERYTHING
PRINTED IN
SPEEDLINES
WINS A SONIC 2
CRUCIAL CUP!



ART FRAME-UP?

Dear Megadroid,

We and my friend were doing some detective work on the drawing which Kimberley Talbot did (STC 97) and we've come to the conclusion that it was not drawn freehand! The head was exactly the same size as a sticker we saw and the body looks like it was taken from a Minnie Mouse picture! so Kimberley, if you're reading this, own up! Emma White, Billericay, Essex.
Sonic 2 Crucial Cup Winner.



Minnie Mouse, eh! Are you telling 'tails', Emu!



Send your e-mail messages to:
stc@egmont.co.uk

Be sure to include your snail mail (postal) address
(your next issue is a prize!)

BRUSH WITH HUMOUR!

Q: The world's greatest fox loses one of his long fluffy brushes! The question is, who would he go to for a transplant?

A: A tailor!
Christian Georgees, Sale, Cheshire.
Sonic 2 Crucial Cup Winner.



Sew!